DYNACOMP

SUPER SUB CHASE

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(C) 1982 By DYNACOMP, INC.
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INTRODUCTION

SUPER SUB CHASE is a game which can be played by one or two players. There are four levels of play. The object of the game is to locate and destroy the enemy submarine which is somewhere on a 70 by 140 grid. Depending on the level of play, the submarine has the ability to move and fire back.

SETTING UP (Cassette)

1. Plug a joystick into Port #1 for the first player and Port #2 for the second player.
2. Put in your BASIC ROM pack.
3. Turn power on.
4. Hit SYSTEM RESET.
5. Rewind tape and set counter to zero.
6. Type CLOAD and press RETURN twice.
7. After the cassette has loaded, type RUN and press RETURN.
8. Press OPTION and SELECT keys to set desired number of players and the level of play.
9. Press START button.
10. A prompt will ask player(s) to enter their name(s).
11. A prompt will ask if player(s) want to know the location of the submarine at the end of each player's turn.

SETTING UP (Diskette)

The diskette version of SUPER SUB CHASE is autoboot. Replace steps (3) through (7) with:

3. Turn on disk drive.
4. Insert SUPER SUB CHASE diskette.
5. Turn on computer.

GAME VARIATIONS

	LEVEL OF PLAY			
	1	2	3	4
Submarine Moves	No	Yes	Yes	Yes
% Chance of Sinking Sub	70%	50%	33%	20%
Submarine Fires Back	No	No	Yes	Yes
% Chance of Sub Winning (1 Player)	10%	10%	20%	30%
% Chance of Sub Returning Fire (2 Players)	-	-	40%	60%
# Sectors Sub Moves Per Turn	Ø	2	2	4
# of Compass Directions/Sub Move	Ø	4	8	8
Reduction in Max Speed After Hit	No	No	Yes	Yes

PLAYING THE GAME

The object of SUPER SUB CHASE is to sink the enemy submarine before it sinks you. After you follow the instructions given in Setting Up, a prompt will tell whose turn it is. When you are ready, press the FIRE button.

The "HEADING WINDOW" will then be displayed. By using the joystick (move the stick up and down), you can: (1) enter the desired heading (command values 1-8); (2) look at the compass to pick the proper heading (command value 9); (3) clear the grid map (command value 10); and (4) look at the Control Panel which displays the heading, speed, maximum speed, sector position, and range from the submarine (command value 11). Your ALERT STATUS will be the background color of the text window (green, yellow, or red). When the desired command is displayed, press the FIRE BUTTON. For commands 9-11, press the FIRE BUTTON to return to the HEADING WINDOW. When a heading command is entered, the "SPEED WINDOW" will be displayed. Using the joystick, enter the desired speed. Press the FIRE BUTTON to enter the speed.

Now the computer will compute the distance from the submarine. If the range is greater than 50 grid units, the condition is GREEN. Between Ø and 5Ø, the condition is YELLOW. If the range is Ø, then the condition is RED.

If the condition is RED, a prompt will ask you to set the timer on the depth charge. Use the joystick to set the timer from 1-1Ø. Then press the FIRE button.

In levels 3 and 4 if you miss the sub, the submarine may fire back. In the one player mode, you lose the game. In the two player mode, a direct hit will reduce your maximum speed by one unit. If you wish to know where the submarine is located, its location will be displayed at the end of each player's turn. A prompt will appear to tell whose turn it is. The game ends when you destroy the submarine or when it sinks you.

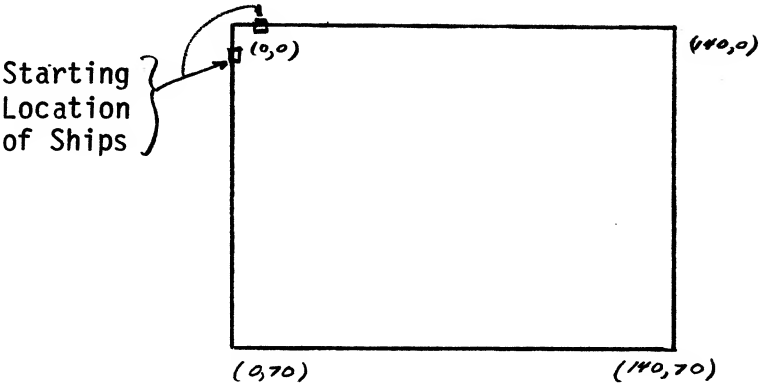
HINTS

- Level 1 was designed to be very easy. The submarine never moves. This is also a good level to start with to get familiar with the commands.

- At any time you can press the "X" key and, at the end of each player's turn, the location of the sub will be displayed.

- After many moves, the grid will become cluttered. Use the CLEAR GRID option to clear it.

The grid is numbered as follows:



When you are within 50 sectors of the sub, all the possible locations of the submarine will be plotted on the grid (red for Player #1, yellow for Player #2).

- Except for Level #1, the submarine moves after its possible locations are plotted.

Good hunting!